

INTRODUCTION to MANEUVER WARFARE

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OPS 009

LEARNING OBJECTIVES

TERMINAL LEARNING OBJECTIVE. Without the aid of reference, explain the doctrinal concepts of maneuver warfare in accordance with MCDP-1.

ENABLING LEARNING OBJECTIVES. Without the aid of reference,

- 1. Define the maneuver concept.**
- 2. Understand maneuver terminology.**
- 3. Understand the tenets of Operational Maneuver from the**

WAR DEFINED



Carl von Clausewitz

"War is a state of hostilities that exists between or among nations, characterized by the use of military force. The essence of war is a violent clash between two hostile, independent and irreconcilable wills, each trying to impose its will on the other."

THE INTANGIBLES OF WARFIGHTING

- ➔ **UNCERTAINTY**
- ▢ **FRICTION**
- ▢ **FLUIDITY & DISORDER**
- ▢ **COMPLEXITY**
- ▢ **HUMAN DIMENSION**



UNCERTAINTY

→ **THE "FOG OF WAR"**

□ **Unpredictable**

□ **CAN'T BE ENTIRELY
ELIMINATED**

(Judgment, Intelligence, Technology Help)

→ **MUST TAKE RISK**

FRICTION

*"In war, everything is simple,
but
even the simplest thing is
difficult."*

→ The force that resists all action
Makes the simple difficult, and the
difficult almost impossible

- "Murphy's Law"
- Indecisiveness
- Physical Effects

FLUIDITY & DISORD



▮ FLUIDITY:

- The ever changing battlefield situation

▮ DISORDER

- The confusion of war
- Plans go awry
- Same thing is happening to enemy

COMPLEXITY

- Even a simple plan has many moving parts
- War is governed by the actions and decisions of many



HUMAN DIMENSION



- ▣ **FEAR**
- ▣ **COURAGE**
- ▣ **MORALE**
- ▣ **LEADERSHIP**

THEORY OF WAR

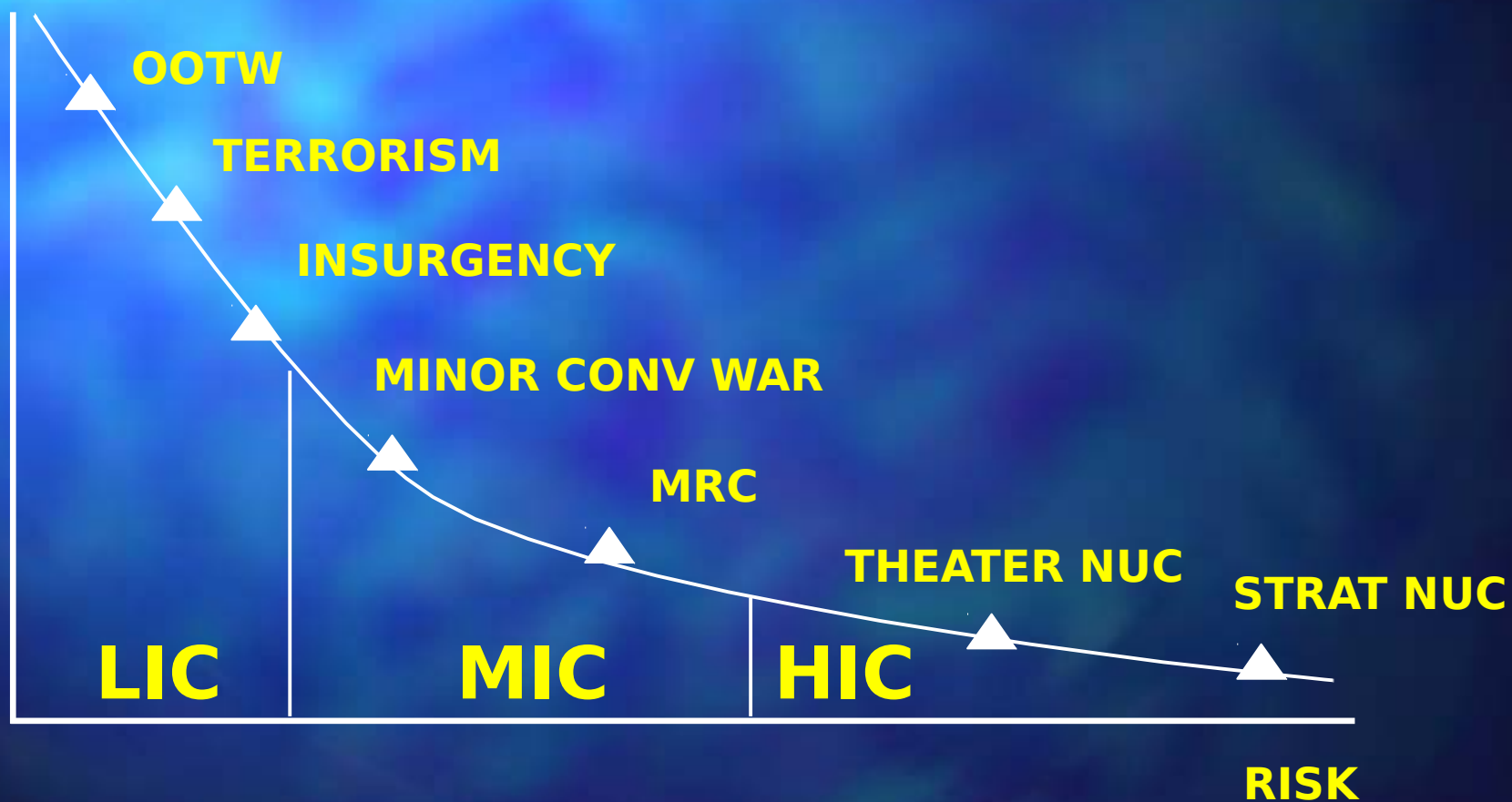
WAR DOES NOT EXIST FOR ITS OWN SAKE. IT IS AN EXTENSION OF POLICY. THE APPLICATION OF VIOLENCE WILL VARY IN ACCORDANCE WITH THE POLITICAL AIMS.





THE SPECTRUM OF WAR

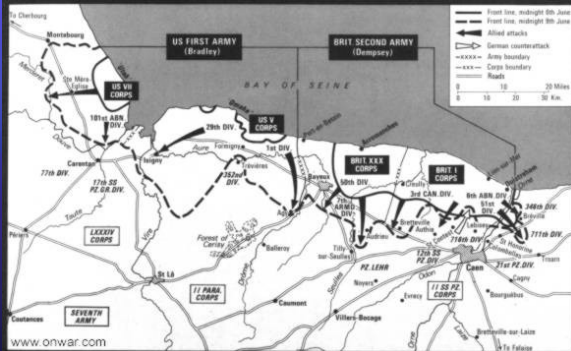
PROBABILITY



THE LEVELS OF WAR



STRATEGIC



OPERATIONAL



TACTICAL

INITIATIVE & RESPONSE

→ Initiate or respond to action at all levels of war.

COMBAT POWER

- Total destructive force we can bring to bear on the enemy at any given time

- Generated by:

Speed & Focus
Surprise & Boldness



- Focused on Critical Vulnerabilities (CV) & Centers of Gravity (COG)



PREPARING FOR WAR

→ **PLAN**

→ **ORGANIZE**

▬ **EQUIP**

□ **TRAIN**



MANEUVER WARFARE CONCEPTS

"Maneuver warfare is a warfighting philosophy that seeks to shatter the enemy's cohesion through a series of rapid, violent, and unexpected actions which create a turbulent and rapidly deteriorating situation with which he cannot cope."

MCDP-1, *Warfighting*

**MANEUVER WARFARE SEEKS TO
CREATE A
DILEMMA FOR THE ENEMY**

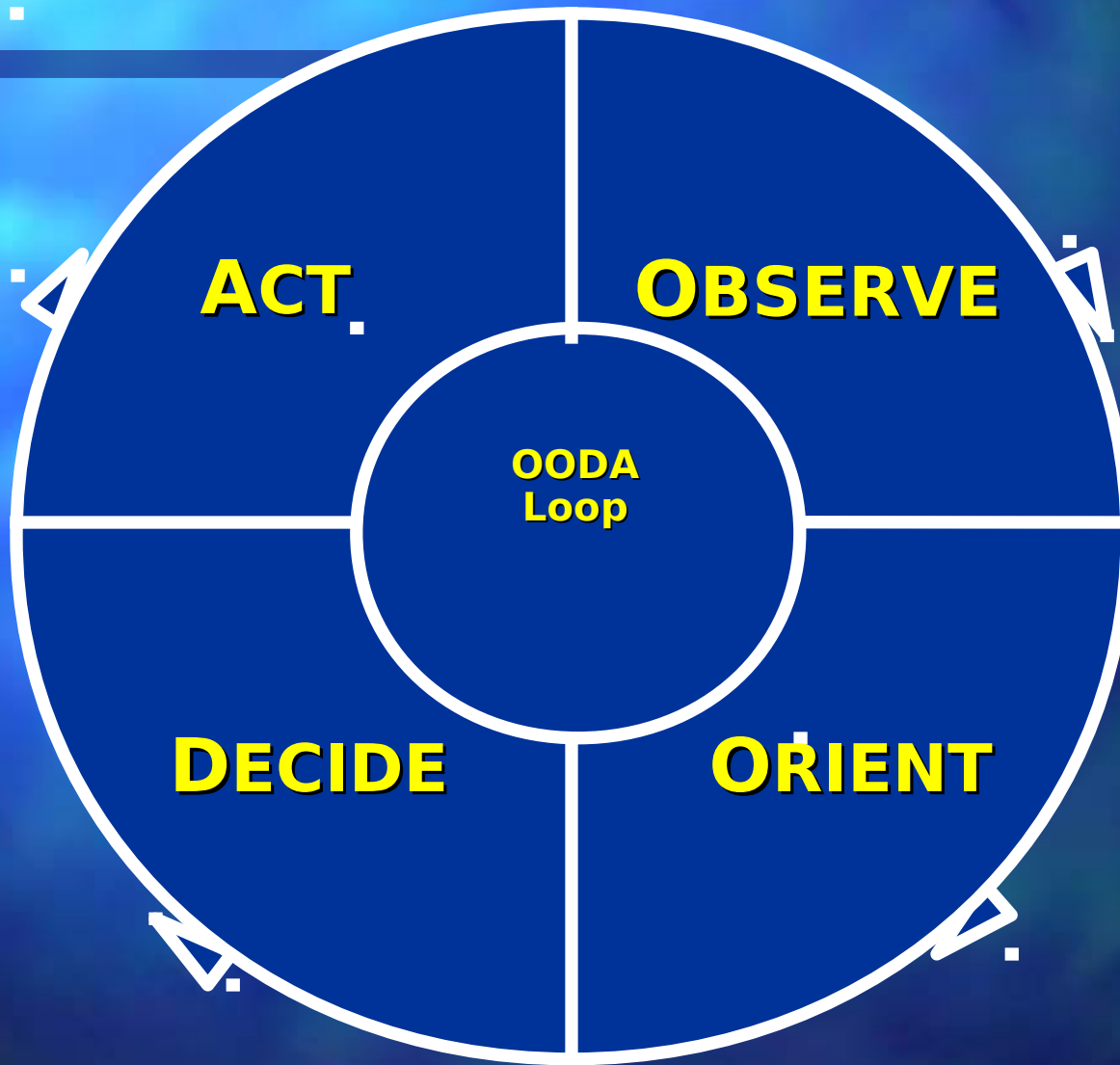
FOCUS ON ENEMY



**"I DON'T WANT ANY REPORTS
THAT YOU'RE HOLDING YOUR
GROUND. THE ONLY THING
WE'RE HOLDING IS THE
ENEMY. WE'RE GOING TO
*HOLD HIM BY THE NOSE AND
KICK HIM IN THE ASS!*"**

GEN George Patton

DECISION & EXECUTION CYCLE



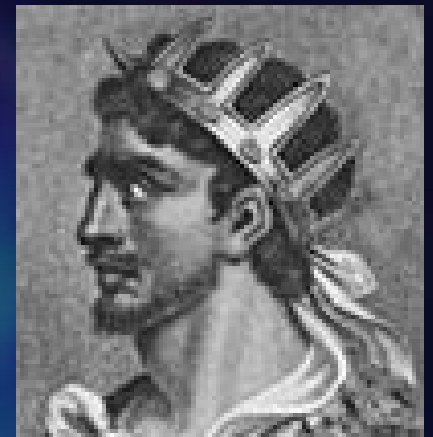
LEADERSHIP



Adm. John Paul Jones

- **THE "COMMON THREAD" WHICH TIES TOGETHER ALL ELEMENTS OF MANEUVER WARFARE!**
- **ISSUE CLEAR & DEFINITIVE "COMMANDER'S INTENT"**
- **SUPERVISE!!!**
 - Know Your Troops
 - Capabilities
 - Equipment

LEADERSHIP



Attila the Hun

→ **DIRECTION BY EXCEPTION**

TRUST THROUGH SHARED PURPOSE

**CONTROL THROUGH OBSERVATION &
LISTENING**

▢ **COMMANDERS UP FRONT**

▢ **MISSION-TYPE ORDERS**

▢ **REDUCE REPORTS**

EFFECTIVE LEADERS

- Have a Maneuver Mindset
- Understand War is CHAOS!
- Contain Friction
- Fight a "***FREE-FLOWING***" Style of Warfare That Seeks to Foster Confusion and Benefit From It
- ***Emphasize DECENTRALIZED EXECUTION, COORDINATION, and INITIATIVE!***
- ***DO NOT SUPPORT ZERO-DEFECTS MENTALITY!***

FOCUS OF EFFORT



→ **BASED ON CLEAR DECISION BY
COMMANDER**

□ **EXPLOITS ENEMY CRITICAL
VULNERABILITY**

□ **"MAIN EFFORT"**

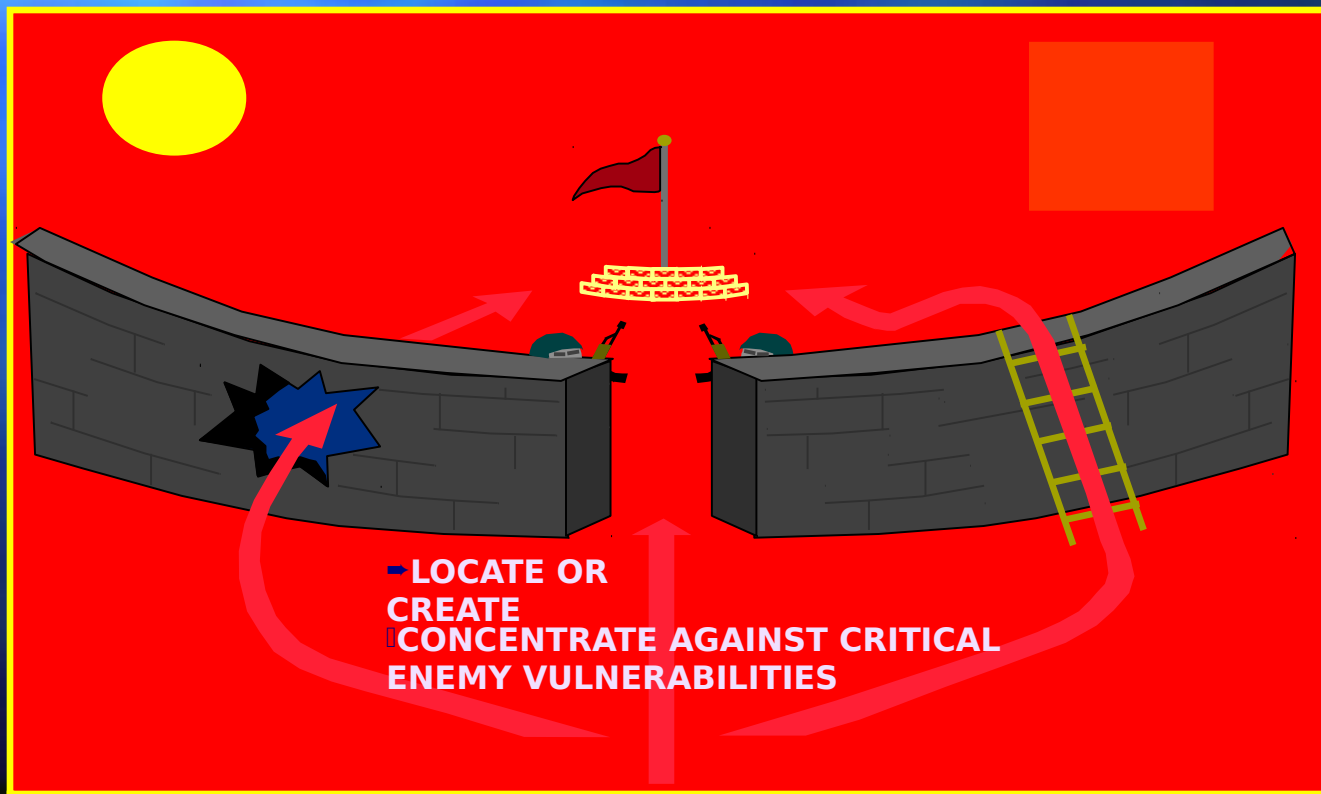
- **ALL UNITS SUPPORT**

- **USED TO ACHIEVE A DECISIVE
OUTCOME**

SURFACES & GAPS

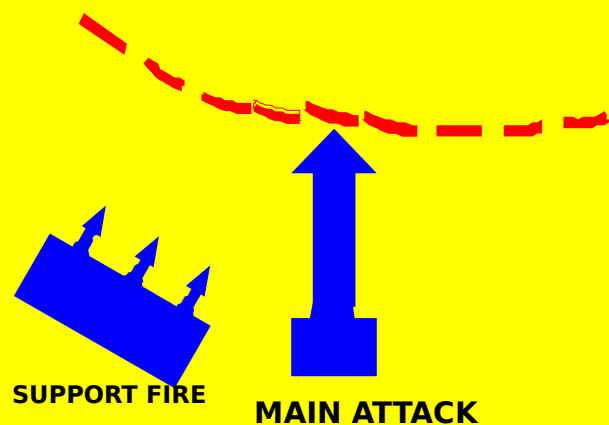
→ SPOTS OF STRENGTH & WEAKNESS

EXPLOITED BY RECON "PULL" vs COMMAND "PUSH"

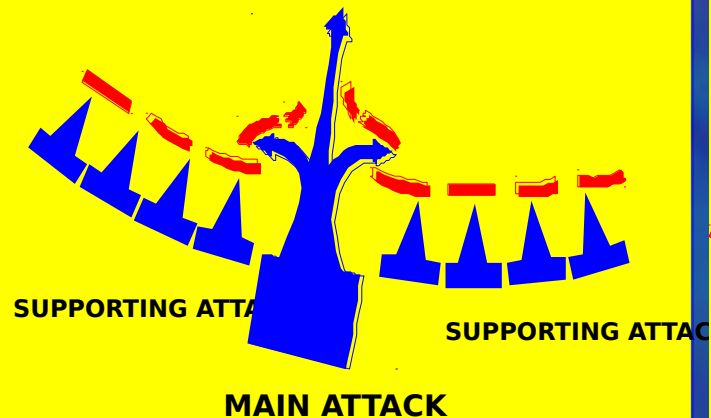


FORMS OF MANEUVER

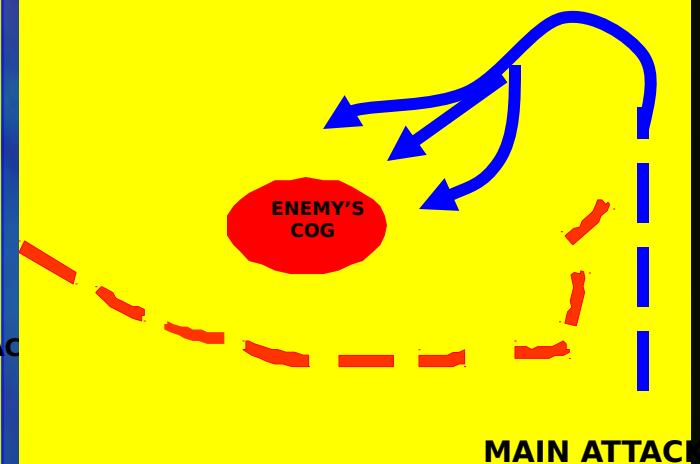
FRONTAL ATTACK



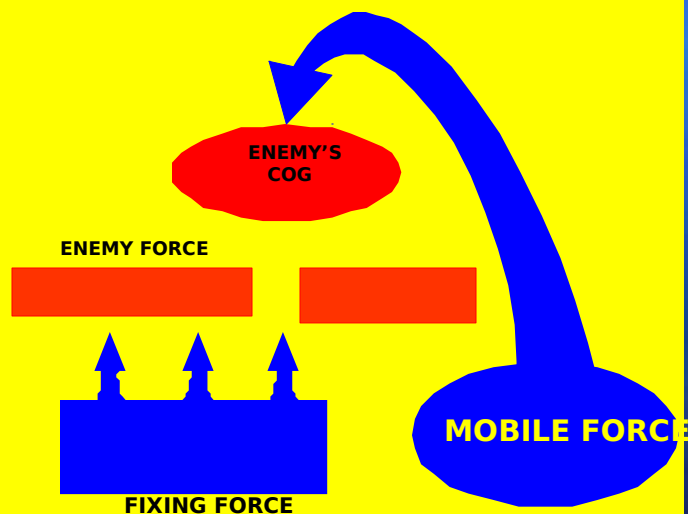
PENETRATION



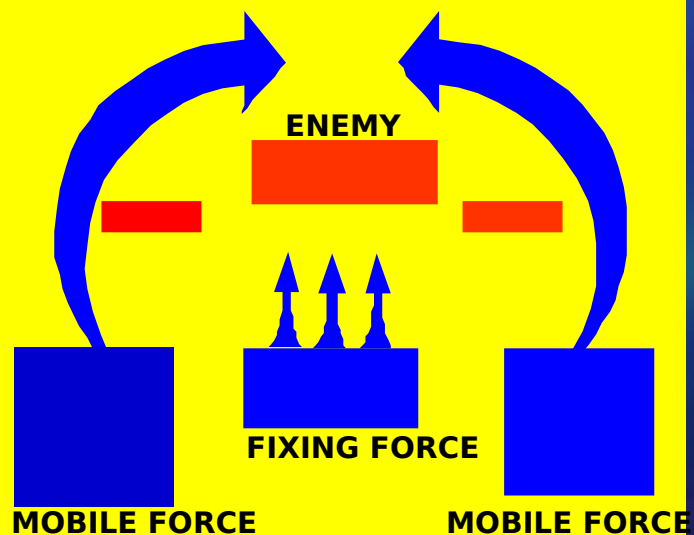
INFILTRATION



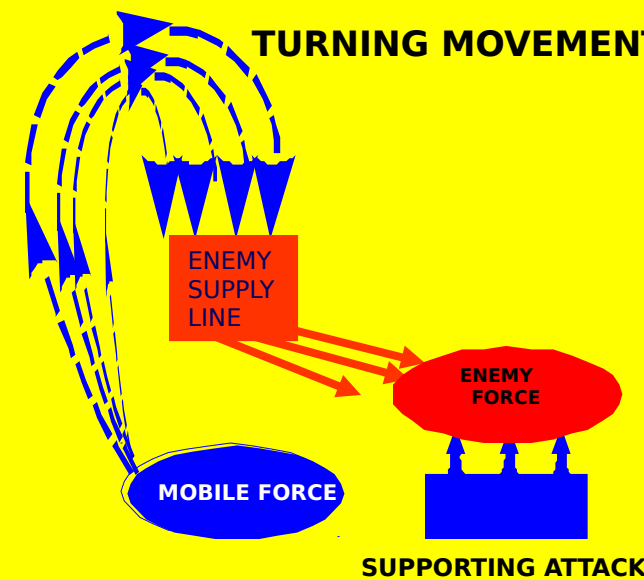
SINGLE ENVELOPMENT



DOUBLE ENVELOPMENT



TURNING MOVEMENT



RESERVES



- Should Be Used To Exploit Success, or as a COUNTER-ATTACK Force When Enemy Reaches CULMINATING POINT
- Reserve Must Therefore Be "SITUATIONALLY AWARE", & Involved In Planning Process From Start

COMBAT SERVICE SUPPORT (CSS)

- **FORWARD PUSH**

- Prepositioned Stocks & Supplies

- **ANTICIPATES NEEDS**

- Logisticians Must Be Included In The Planning Process!
- Must Understand Commander's Intent
- Must Understand Tactical Scenario

- **DELIVERY IS AUTOMATIC**



ATTRITION vs MANEUVER

**Physical Destruction of Enemy
to Fight"**

**Strength Against Strength
Weakness**

**Methodical
Tempo, Surprise)**

**Firepower Kills Enemy
Enemy and
Maneuver**

Uses Lots of Resources



**Break Enemy's "Will
to Fight"**

**Strength Against
Weakness**

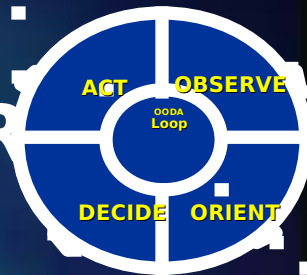
**Dynamic (Speed,
Surprise)**

**Firepower Kills
Assists**

Economy of Force

MANEUVER WARFARE ADVANTAGES

- FLEXIBLE & ADAPTABLE
- EMPHASIZES SPEED, TEMPO, & SUPERIORITY
- MAKES THE BEST USE OF LIMITED RESOURCES

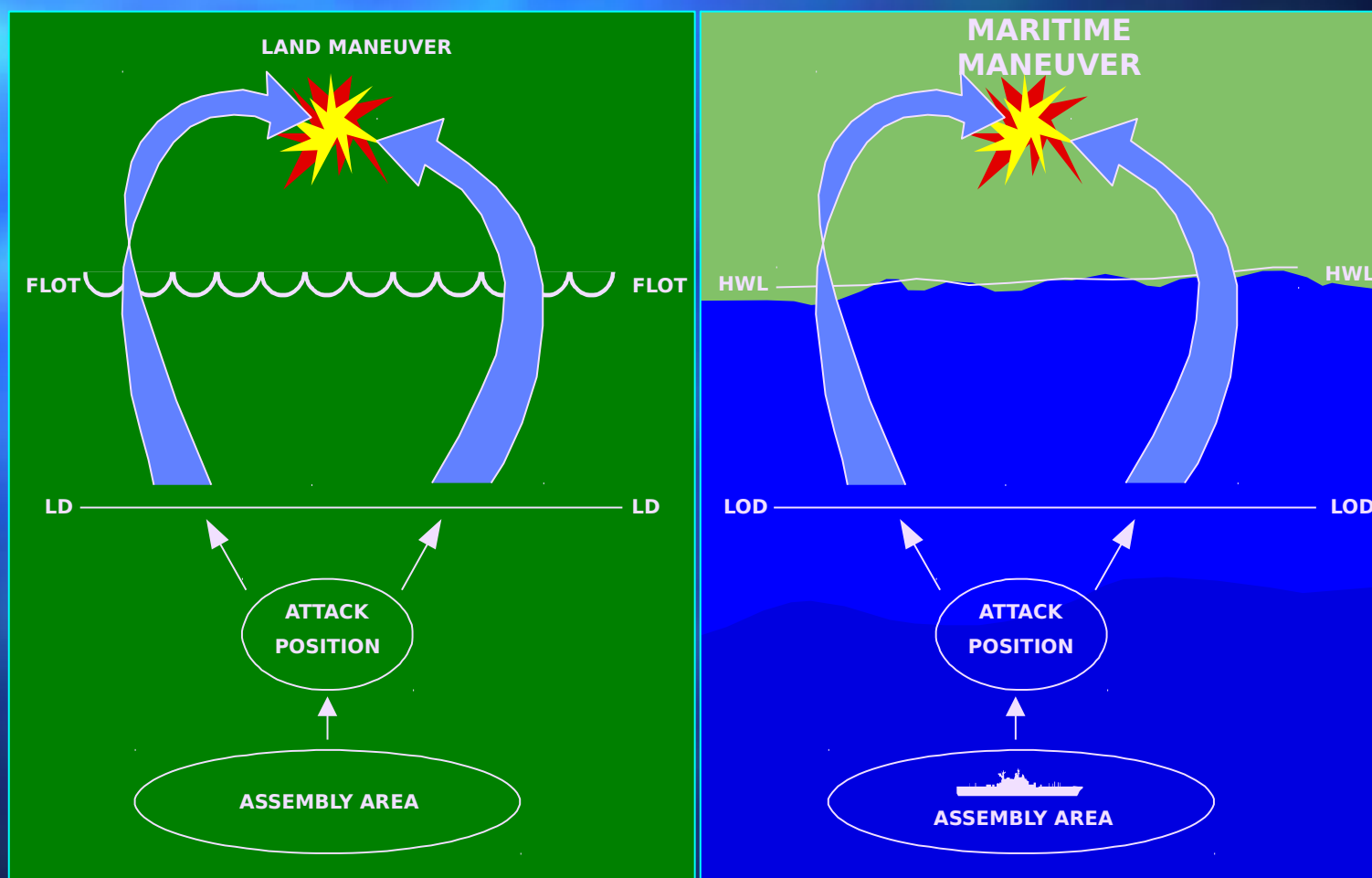




OPERATIONAL MANEUVER FROM THE SEA

(OMFTS)

THE APPLICATION OF MANEUVER WARFARE TO A MARITIME CAMPAIGN

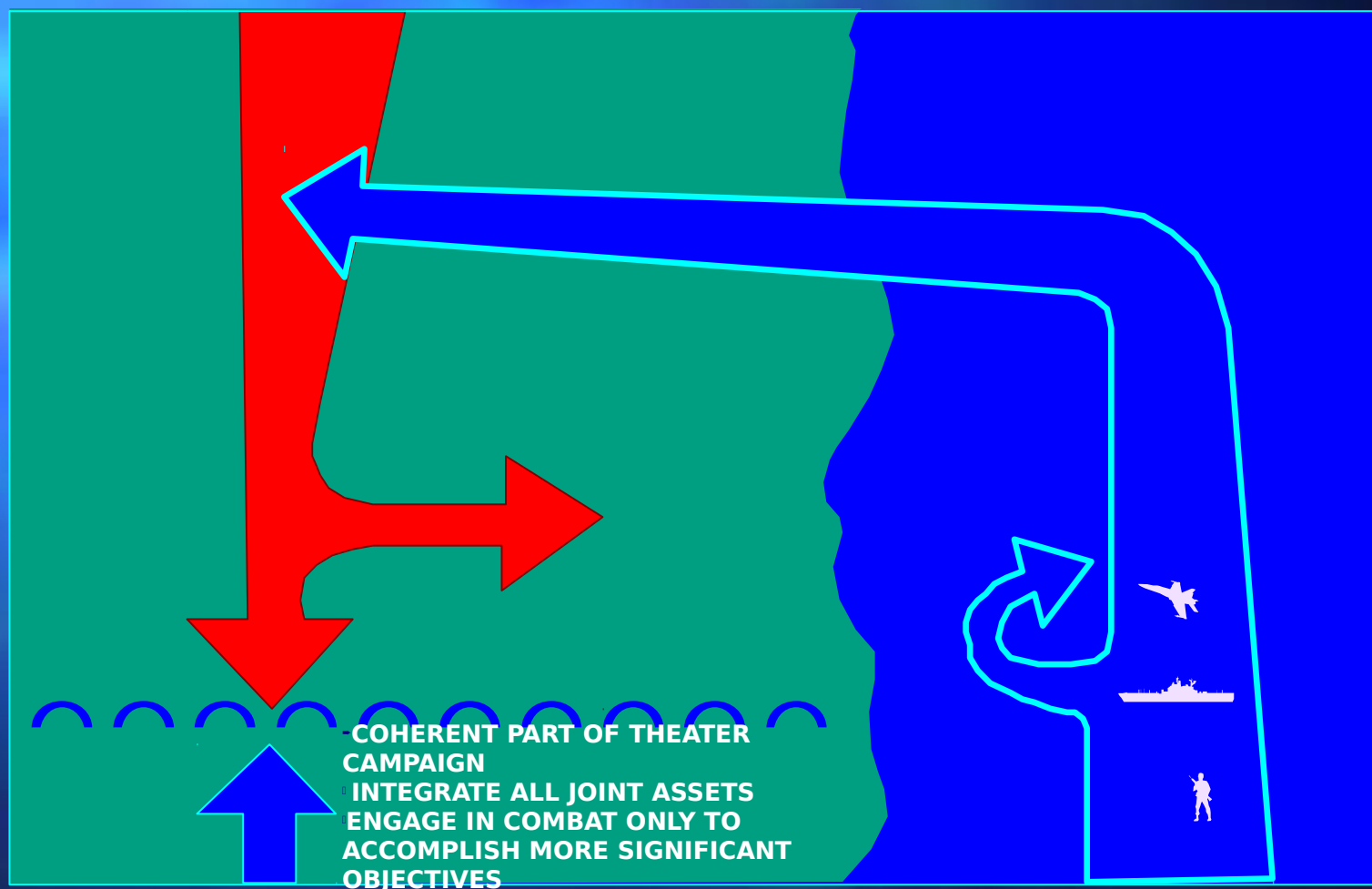


TENETS OF OMFTS

- FOCUS ON OPERATIONAL OBJECTIVE
- ACHIEVE VITAL OBJECTIVES RAPIDLY AND DECISIVELY
- CONTROL AND DOMINATE BATTLESPACE
- GENERATE FASTER OPERATIONAL TEMPO OVERWHELMING TO THE ENEMY
- EXPLOIT GAPS, WEAKNESSES AND OPPORTUNITIES

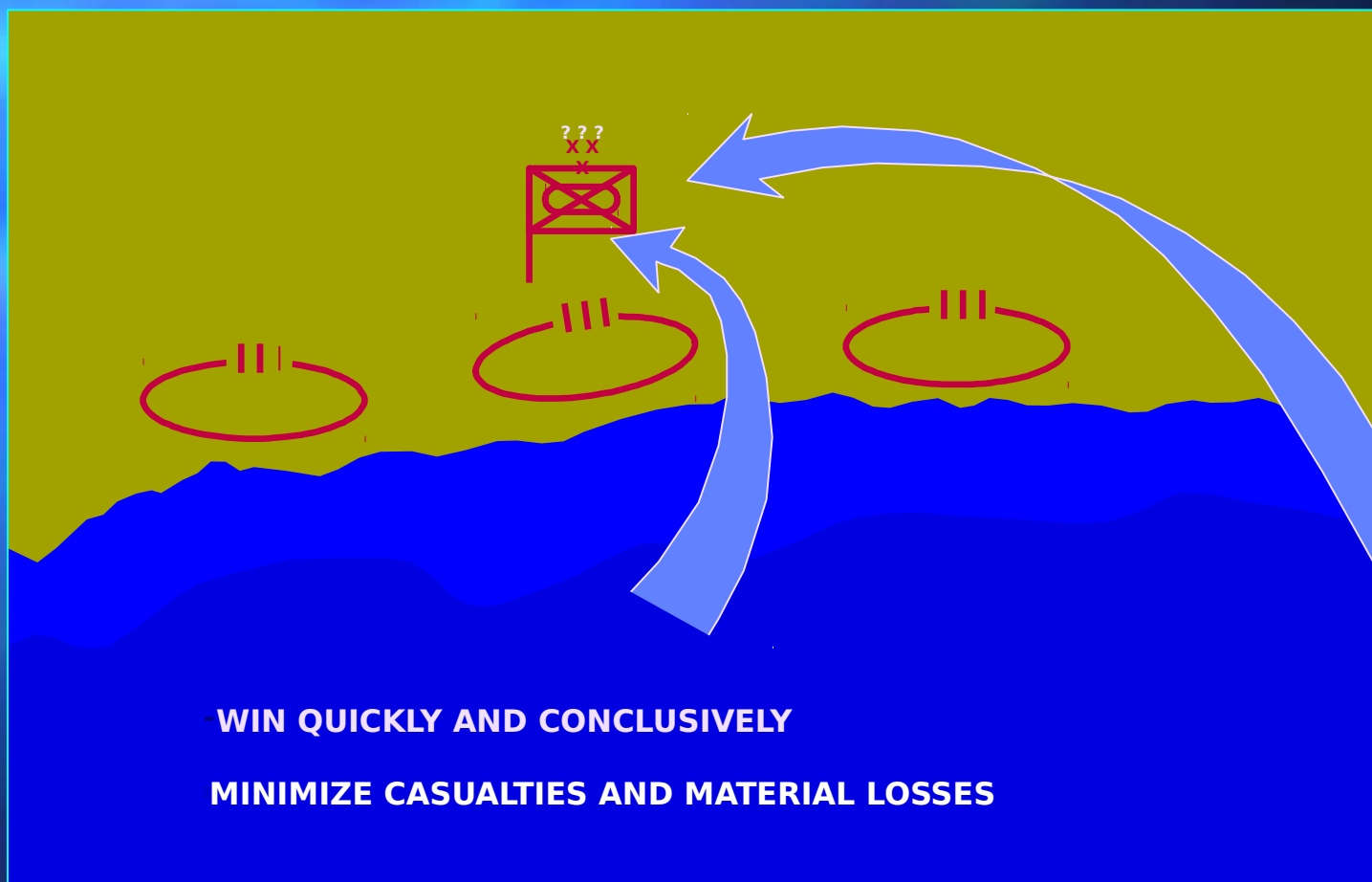


FOCUS ON THE OPERATIONAL OBJECTIVE





ACHIEVE VITAL OBJECTIVES RAPIDLY



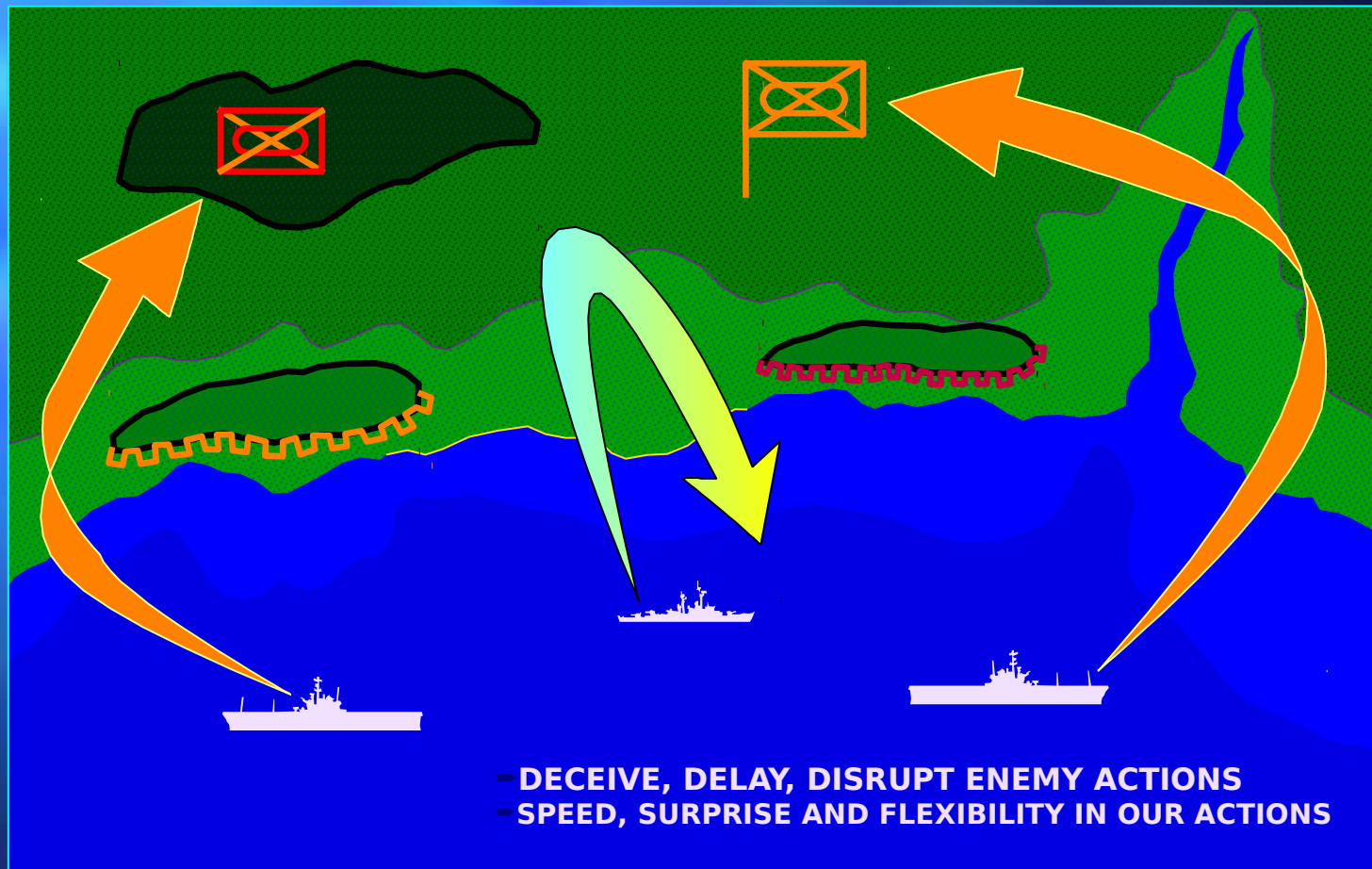


CONTROL AND DOMINATE THE BATTLESPACE





OVERWHELM THE ENEMY BY GENERATING A HIGH OPERATIONAL TEMPO





OMFTS EVOLUTION



Obj

Where it is

Where it is going

